

Miro Board

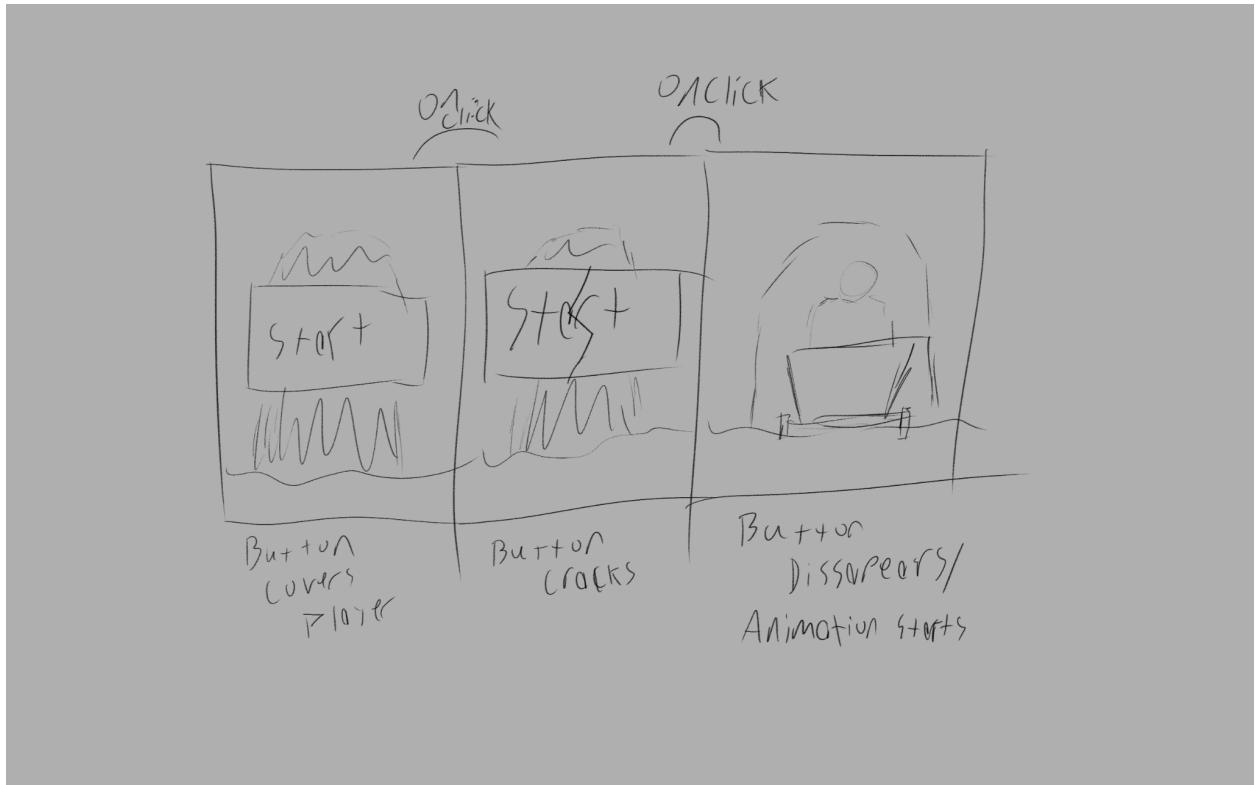
https://miro.com/app/board/uXjVLTtG2NQ=/?share_link_id=951638263886

Storyboards/Flowcharts

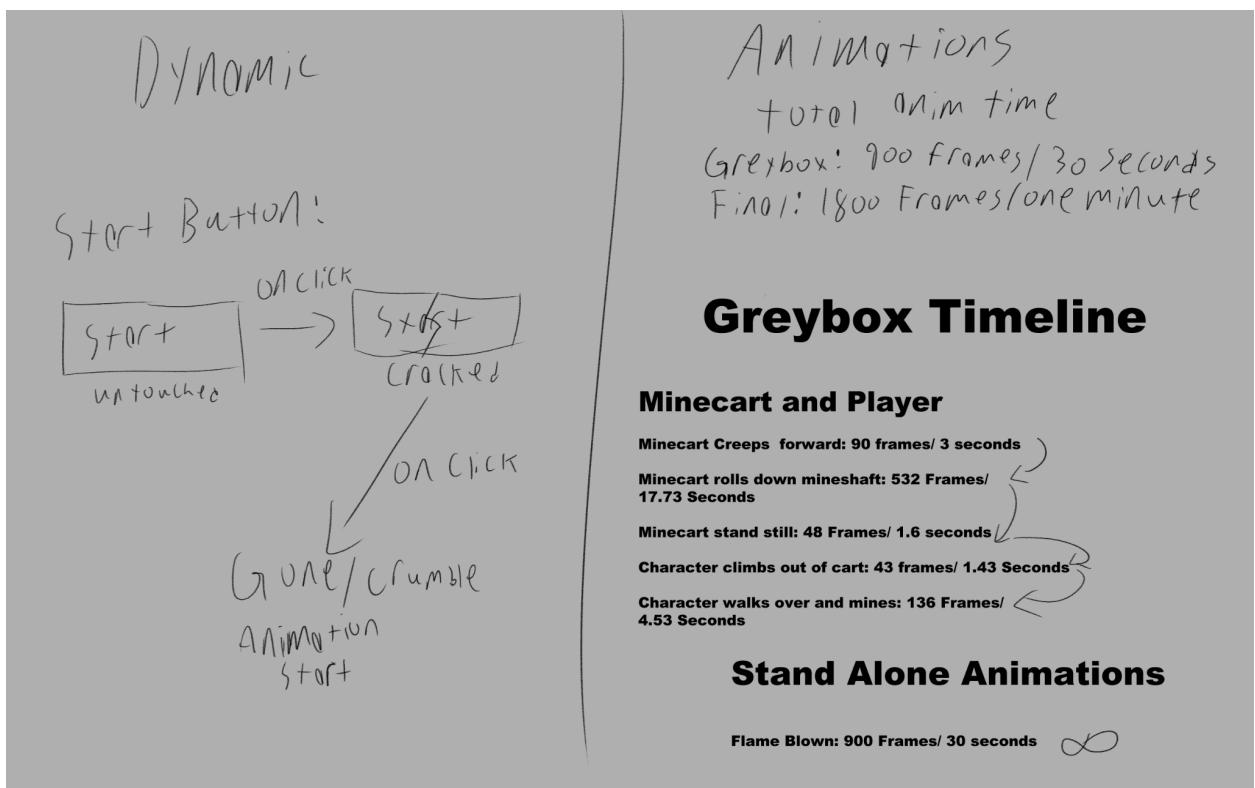
Animation:



Menu:



Flow Chart:



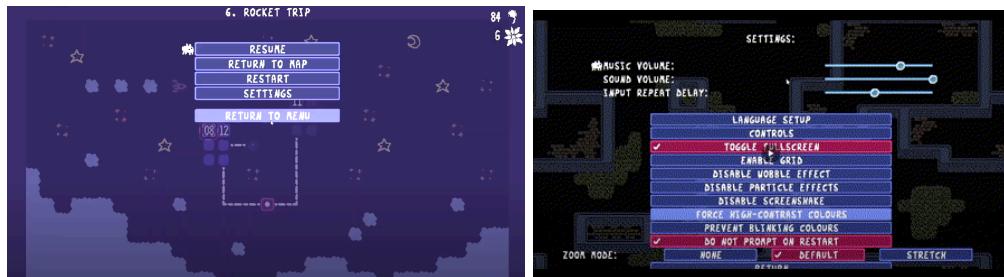
References

Menus

<https://drive.google.com/drive/folders/1ufO6QmDxkCSSe4R0zEG3MD3WdEGOvrCu>

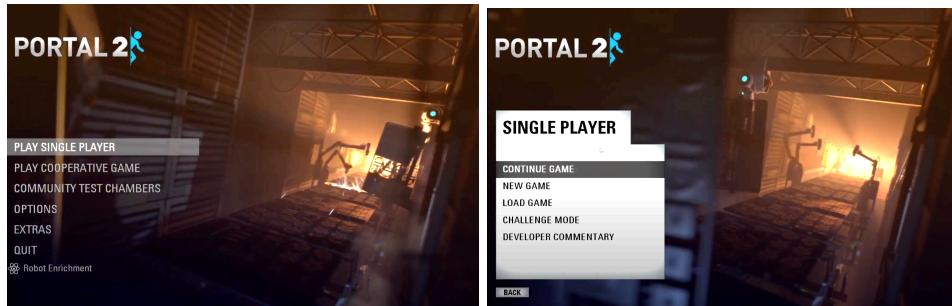
Baba is You

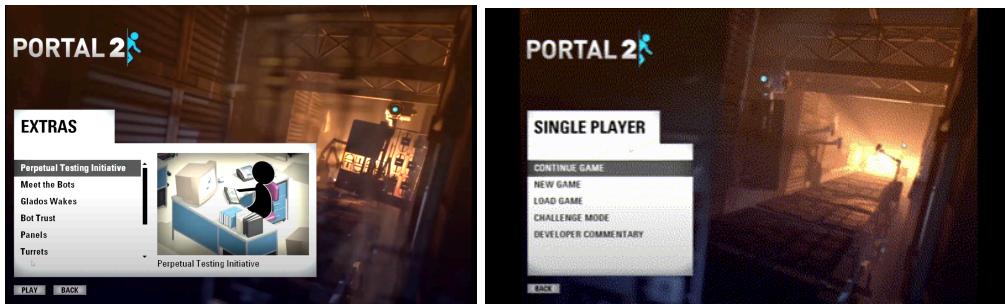
<https://youtu.be/eUpYk51P5kA>



Portal 2

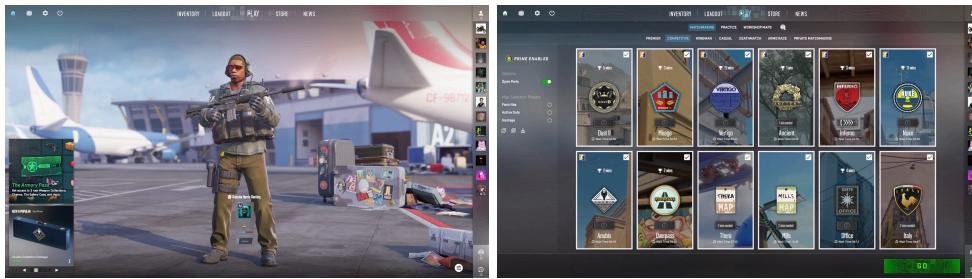
<https://youtu.be/vCAz--kTQEE>





Counter-Strike

https://www.youtube.com/watch?v=aqV_ITQvLCY



Character Reference

Elden Ring

https://www.youtube.com/watch?v=qNcJsD_beQg



The Finals

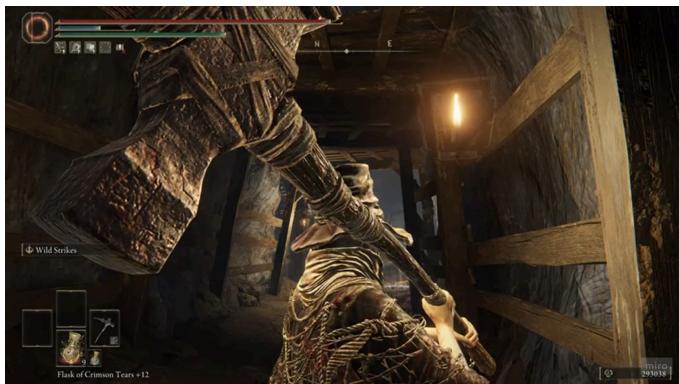
<https://www.youtube.com/watch?v=caf8qgHdMjk>



Dynamic Objects

Lantern - Elden Ring

<https://www.youtube.com/watch?v=RkX-iOlaonY>



Torch - The Witcher

<https://www.youtube.com/watch?v=JNCd4hRDOGs>



Static Object References

Rock - Rust

<https://www.youtube.com/watch?v=tHHsF0Tx4fA>



Crates - Elden Ring



Environment References

Sparks - Half Life 2

https://youtu.be/QzsF1I_A_7U



Dust - Elden Ring

Analysis

Menus

Baba is You



The primary motion is the fade to the game screen. A grey cloud quickly fills the screen to provide a smooth transition to the next scene. The effect is rather cartoonish and fits nicely with the rest of the art. The transition is dynamic and starts when you press the play button.

The secondary motion on the game title text is a slow jittery effect that happens every couple of frames. This gives the animation the look of an old-style hand-drawn animation. It is not dynamic, but it provides the animation with a lot of charm.

Portal 2



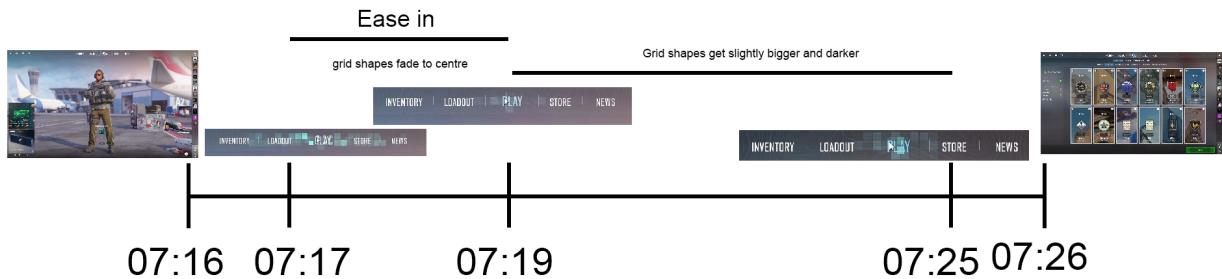
The primary motion is the UI transition from one panel to another. The animation has a robotic feel and kinda matches the panel flipping that is in the later game. The animation is dynamic as it responds to the click of the player's mouse.

Counter-Strike

Primary Timings



Secondary Timings



The menu slides in quickly. The animations are subtle but give visual feedback to the player when they press the button. It tries to be as utilitarian as possible, allowing the player to navigate the menus quickly.

Character Animation

Elden Ring



anticipation

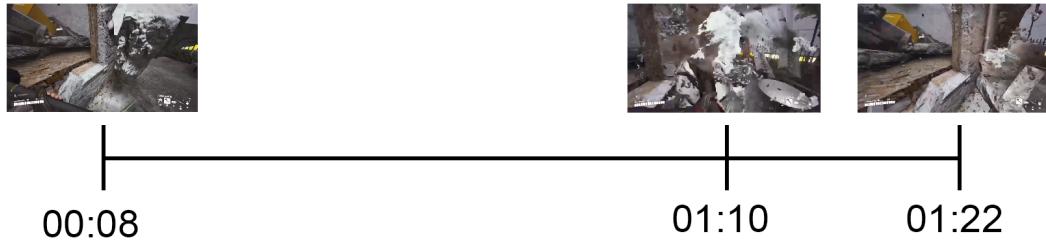
Slow in slow out

The primary motion of the animation is the swinging of the pickaxe. It uses anticipation and slow in a slow out to add weight behind the animation. It also emphasises the weakness and toll undergone by the enemy.

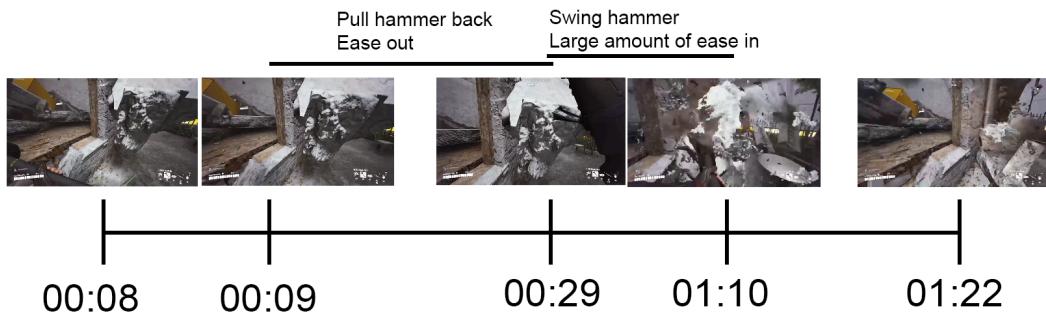
The secondary motion of the animation is the sparks flying when the pickaxe collides with the wall. The size and speed of the particles increases over time before quickly fading away.

The Finals

Primary Timing



Secondary Timing

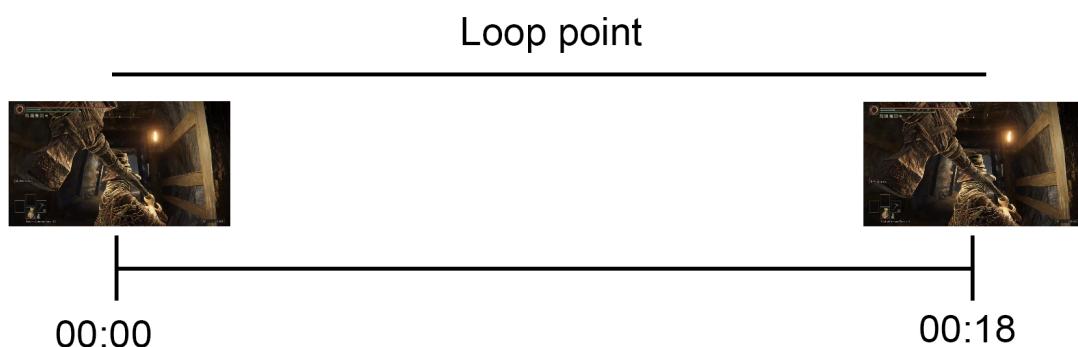


The hammer swing animation is fairly quick, but has an extreme amount of easing to emphasize the weight of the hammer. It takes a longer time to raise the hammer than to let it fall. Raising has lots of ease out, and falling has lots of ease in.

Dynamic objects

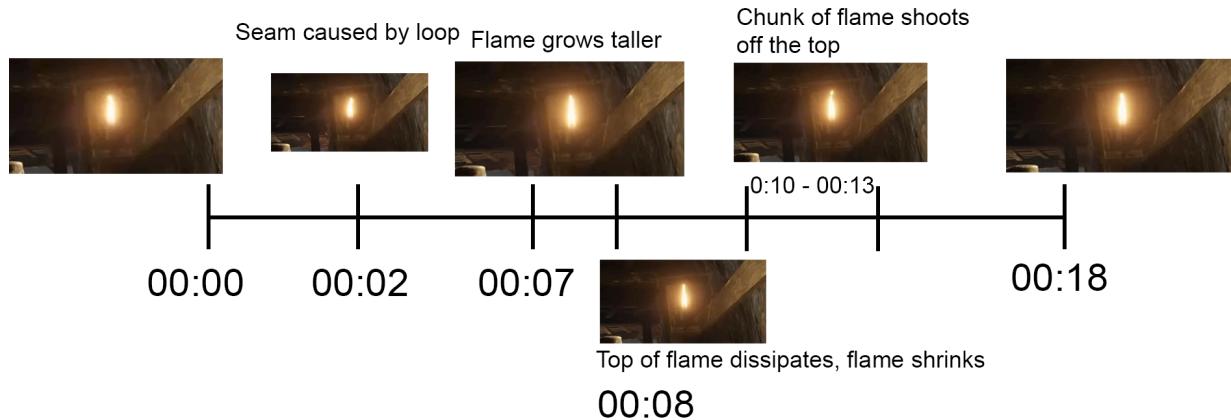
Lantern

Primary Timings



Secondary Timings

Easing is close to linear



The fire motions are chaotic and unpredictable. At one point in the animation, the bottom of the flame intensifies. The bulge moves up the flame to the top, where it dissipates. A few chunks fly off the top of the flame and dissipate. All motions move upwards.



The primary motion of the torch is the flame flickering. They flame flickers on a loop every half second. The flame flickers and moves in a random fashion while moving upwards.

The secondary motion is the ashes and sparks flying off the torch. The ashes and sparks flies up at a set speed and size before disappearing quickly.

Environment

Sparks - Half Life 2

Primary Timing

Sparks Start



Sparks End



00:05

00:29

Secondary Timing

Sparks Start



Sparks hit floor



Sparks End



00:05

00:20

00:29

The sparks all shoot from an initial point. They start with a random velocity, some with an upwards component. The particles accelerate downwards until they hit the floor. When hitting the floor they scatter sideways.

Dust Cloud - Elden Ring



00:00:10

Elevator drops

00:00:20

Elevator hits
ground and
particles start

00:01:30

Particles rise

00:01:40

Particles get to
maximum height

00:01:50

Particles fall
slightly then fade
out

The primary motion is the elevator moving downwards. The descent slows as it reaches the bottom.

The secondary motion is the particle effect. It starts when the elevator hits the ground and lasts for about a second. It emphasizes the weight on the elevator, that the elevator is finished and helps show that it belongs in the environment.